

**JEREMY  
McGRATH  
SUPERCROSS  
2000**

**AKKaim**  
**SPORTS**

[www.acclaimsports.com](http://www.acclaimsports.com)

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# NFL QUARTERBACK CLUB<sup>™</sup> 2000

**AKKaim**  
**SPORTS**

**EVERYONE**

**E**  
CONTENT RATED BY  
ESRB

T-Edwards et al.

## **WARNINGS Read Before Using Your Sega Dreamcast Video Game System**

### **CAUTION**

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

### **HEALTH AND EPILEPSY WARNING**

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 65 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### **OPERATING PRECAUTIONS**

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

### **PROJECTION TELEVISION WARNING**

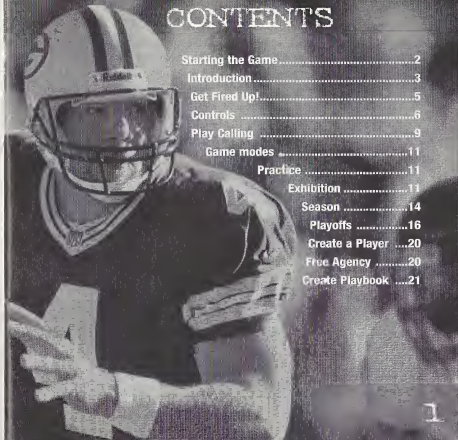
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### **SEGA DREAMCAST VIDEO GAME USE**

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

## **CONTENTS**

<b>Starting the Game</b> .....	<b>2</b>
<b>Introduction</b> .....	<b>3</b>
<b>Get Fired Up!</b> .....	<b>5</b>
<b>Controls</b> .....	<b>6</b>
<b>Play Calling</b> .....	<b>9</b>
<b>Game modes</b> .....	<b>11</b>
<b>Practice</b> .....	<b>11</b>
<b>Exhibition</b> .....	<b>11</b>
<b>Season</b> .....	<b>14</b>
<b>Playoffs</b> .....	<b>16</b>
<b>Create a Player</b> .....	<b>20</b>
<b>Free Agency</b> .....	<b>20</b>
<b>Create Playbook</b> .....	<b>21</b>



# STARTING THE GAME

**Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.**

1. Insert your NFL Quarterback Club™ 2000 Sega Dreamcast™ Specific Disc into your Sega Dreamcast console.

2. Plug your Sega Dreamcast Controller into Control Port A.

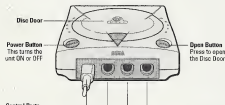
**Note: NFL Quarterback Club 2000 is a 1-4 player game\*. Before turning the Main Unit power ON, connect the controller or other peripheral equipment into the control ports of the Main Unit.**

3. Switch on the power to your Sega Dreamcast.

4. You will be prompted to select a VMU (Visual Memory Unit) Memory card on which to save your progress in the game. If you do not have a VMU inserted or it does not have adequate free blocks to save the game data, you will be alerted but may continue playing.

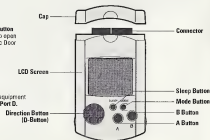
\*Purchase additional controllers (sold separately) to play with two or more people.

## SEGA DREAMCAST HARDWARE UNIT



Control Ports  
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment.  
From left to right are Control Port A, Control Port B, Control Port C, and Control Port D.  
Use each port to connect controllers for players 1 to 4 respectively.  
NOTE: Control Port can also be referred to as Port

## VISUAL MEMORY UNIT (VMU)



# INTRODUCTION

*Congratulations on your choice—this is the best NFL QBC game yet, which makes it just about the best football game ever. NFL Quarterback Club™ 2000 is the new milestone in making home football real. As in realistic plays, realistic players, realistic stadiums, realistic situations and stats, and above all, real football fun. You'll love how easy it is to manage your team, and the total freedom of creating your own custom players. I can create my own situations in Custom Sim mode. With historic sims, I can replay great Super Bowls from the past; there are a few big games I wouldn't mind playing again!*

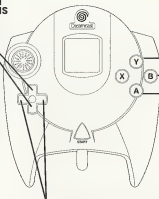


*For me, the heart of the game is grinding it out over a whole Season, yard by yard, game by game, always looking for that opening to give you the edge that will get you into the Super Bowl. I warm up in Practice mode, then take some knocks in an Exhibition game, and then I'm ready for the march to the Playoffs—and beyond! So let's break the huddle and get ready for some NFL action!*

*Rich Iano*  
4

# MENU CONTROLS

MOVE HIGHLIGHT  
THROUGH OPTIONS



ACCESS HELP

CANCEL SELECTION

MAKE SELECTION

TOGGLE SELECTED  
OPTION

To return to title screen at any point during gameplay, simultaneously press and hold the A, B, X, Y and START BUTTONS. This will cause the Sega Dreamcast to reset the software and display the title screen.

## GET FIRED UP!

At the title screen, press **START**. You will come to the Main Menu.

**Game Type** Choose Practice, Exhibition, New Season, New Playoffs, Custom Sim or Historic Sim (see each section for details).

**Quarter Length** Choose 1, 2, 5, 10 or 15 minute quarters.

**Manage Rosters** Draft and trade players, sign free agents and create custom players and teams.

**Audio Options** Adjust a variety of volume settings.

**Memory Card Options** See information on your Memory card, including Pages Free and Pages Needed to save your progress. This is also where you load up saved Season and Playoff progress to resume where you left off.

**Credits** View the people who made this game possible.

**Enter Cheat** Did you figure out some cheats? Enter them here to alter the game in surprising ways!

## VMU/MEMORY CARD SAVING/LOADING

**To save or load a game** You must access the Main Menu (press the **B BUTTON** to back up) and select the Memory Card option. Saving or loading a game will save or load any created players, teams, profiles, and playbooks, as well as current stats, rankings, option settings, etc. In Season, Playoff and Tournament modes you can save your place after each game. You can save your current league status and game settings. If you wish to save a new game after that, you will be prompted to overwrite (erase) an existing game. To do so, highlight the game you wish to overwrite and press the **A BUTTON**. You will be asked to confirm. Highlight YES to do so, or NO to cancel. Press the **A BUTTON**.

**To Load A Saved Game** On the Memory Card screen, press the **X BUTTON** to load a previously saved game. Follow prompts.

# CONTROLS

## OFFENSE PRE-SNAP OFFENSE

Move Player	DIRECTIONAL BUTTON
Snap Ball	A BUTTON
Call Audible	B BUTTON
Hurry Up	X BUTTON
Pre-read Receivers	Y BUTTON
Switch Player	L/R TRIGGER

## OFFENSE QB HAS BALL

Move Player	DIRECTIONAL BUTTON
Pull Up Pass Tags/ Pass Ball To Receiver A	A BUTTON
Pass Ball to Receiver B	B BUTTON
Pass Ball To Receiver X	X BUTTON
Pass Ball To Receiver Y	Y BUTTON
Pass Ball To Receiver L	L TRIGGER
Throw Ball Away	R TRIGGER

## BALL CARRIER

Move Player	DIRECTIONAL BUTTON
Brake	A BUTTON
Dive (Slide if QB)	B BUTTON
Hurdle	X BUTTON
Spin Move	Y BUTTON
Stiff Arm	L TRIGGER
Juke	R TRIGGER

## RECEIVER

Move Player	DIRECTIONAL BUTTON
Call For Ball	X BUTTON
Diving Catch	B BUTTON
Catch	X BUTTON
Jumping Catch	Y BUTTON

## DEFENSE PRE-SNAP DEFENSE

Move Player	DIRECTIONAL BUTTON
Call Audible	B BUTTON
Line Shift	X/Y BUTTON
Switch Players	L/R TRIGGER

## DEFENSE

Move Player	DIRECTIONAL BUTTON
Overpower Blocker/Strip Ball	A BUTTON
Dive	B BUTTON
Intercept/Deflect	X BUTTON
Jump/Deflect	Y BUTTON
Switch To Closest Players	L TRIGGER

## SPECIAL TEAMS

Start and Stop Kick Meter	A BUTTON
---------------------------	----------

# CELEBRATIONS

There's nothing like rubbing your good fortune in your opponent's face! Get his goat with these gratuitous gestures:

## OFFENSE (Following a touchdown)

- A BUTTON** Default celebration (random)
- X BUTTON** Dunk ball over goal post
- B BUTTON** Spike through legs
- Y BUTTON** Nester plunge
- R TRIGGER** Take a bow
- L TRIGGER** Box the goal post

## DEFENSE (Following a sack)

- A BUTTON** Default celebration (random)
- X BUTTON** Flex
- B BUTTON** Point at player on ground
- Y BUTTON** Slice throat gesture
- R TRIGGER** I'm the hero
- L TRIGGER** Stand, taunt, walk away

# PLAYING A GAME

## COIN TOSS

Once you take the field, a coin toss determines which team will kick and which will receive. The coin toss is called in the air by the visiting team. The team who loses the toss chooses which goal they wish to defend.

## KICK OFF

Once the kick meter comes up, press the **A BUTTON** to start the power indicator moving. Press the **A BUTTON** again to select the angle and start the direction indicator moving. Press the **A BUTTON** a third time to select the direction. The kicker will then run up and kick the ball. The kick will be best if the indicators are between the marks.

Follow the same procedure for punts, field goals and extra points.



## CALLING PLAYS

The play select screen is divided into 4 Defensive and 4 Offensive play calling boxes and a game status area showing the current game situation (down, yards to go, time remaining, etc.). If you have created a custom playbook, you can access it from this screen. In multiplayer games, the player with the lowest controller number controls the offense and the next lowest controls the defense.

### To Call a Play

- Scroll formations and plays using **DIRECTIONAL BUTTON** ← or →.
- Press the appropriate control (**A**, **B**, **X** or **Y**) for the formation and play you wish to use.
- Press the **R TRIGGER** to substitute in different play packages for Offense and Defense. Initially, the package will default to the proper one for the formation you chose.

**Offense** Cycle among **NORMAL**, **TWO TIGHT**, **THREE WIDE** and **FOUR WIDE** packages.

**Defense** Cycle among **NORMAL**, **NICKEL** and **DIME** packages. Nickel subs in a defensive back for the middle linebacker. Dime subs in two defensive backs for the middle linebacker and the strong side linebacker.

**Note: L TRIGGER will flip plays.**

Once both teams have called plays, the teams break their huddle and go to the scrimmage line.

## USING A CREATED PLAYBOOK

Once you have created and saved a custom playbook (see page 21), it will be available on your list of playbooks and can be used at anytime (except Quickplay) for any team.

### To use a created playbook

- Access In Game Options on the Game Setup screen.
- Scroll to either the Away Playbook or Home Playbook.
- Press ← or → on the **DIRECTIONAL BUTTON** to highlight the desired playbook.

## CONTROLLING PLAYERS

### Passing

The Pin-Point Passing™ system allows you to control both how hard a pass is thrown and exactly where it's thrown. This allows the quarterback to respond to pass coverage dynamically.

As you drop back to pass, press the **A BUTTON** to show the pass tags (each tag corresponds to a particular receiver). A pin-point passing graphic will appear. The pin-point arrow will point in the direction you hold the analog thumb pad. To throw the pass, press the button that matches your intended receiver. The length of the button press determines the strength of the throw: a **LONG PRESS** will throw a **BULLET**, while a **SHORT PRESS** will result in a **LOB**. Once the ball is thrown, you will have control of the receiver.



## GAME TYPES

### PRACTICE MODE

Let's shake the off-season cobwebs from your offensive game. Start by setting Practice options:

**Offense** Toggle to the team of your choice or offensive scheme of your choice, including classic historic offenses like the '86 Giants and custom schemes of your own devising!

**Defense** Choose to run plays without a defense to challenge you (None), or against any defensive scheme in the NFL!

**Field Pos** Select which yard line you'll run plays from. The UP arrow indicates you're in enemy territory, DOWN that you're in your own half of the field.

**Hashmark** Place the ball at the left, center or right of the field.

**Offense Playbook** Select the offensive scheme of your choice.

**Facility** Choose an Indoor or Outdoor facility. Once you've set your options and chosen which team you wish to control, you'll see the playbook screen, with a number of appropriate plays to choose from. Make your choice, then it's on to the field to master your attack!

## EXHIBITION

A one game contest between any two teams, Exhibition games don't count towards your record. Many of the screens, features and options available in this mode pertain to other modes, too, so take a moment to learn these basics. After selecting Exhibition, you'll come to the team select screen, showing two teams and their respective NFL rankings in the most important offensive and defensive categories. Toggle through teams by pressing ↓ or ↑ on the **DIRECTIONAL BUTTON**. Alternate team select areas by pressing ← or → on the **DIRECTIONAL BUTTON**.

**Importing a Created Team** If you want to bring a saved custom team into play, press the **R TRIGGER**.

At the Restore Team screen, you can select from any one of 4 created teams.  
Once your teams are selected, choose which one you wish to control and get ready for some heavy lifting!

## GAME SETUP SCREEN

Before you hit the field, you can access an array of items on the Game Setup screen, which is similar in every game mode. Some options may not be available, depending on game type and situation. For example, you cannot set weather in a domed stadium or in Season mode.

**Start Game** It's game time!

### IN-GAME OPTIONS

**Weather** In Exhibition mode, set the game conditions in outdoor stadiums, or have the CPU choose (Auto).

**Qtr Length** Set 1, 2, 5, 10 or 15 minute quarters.

**Time of Day** Lets you choose a Day or Night game.

**Difficulty** Play at Rookie, Pro or All Pro skill levels.

**Player Energy** When ON, players' energy diminishes with playing time and activity. Low energy often leads to injuries.

**Clock Speed** Use Realistic, Accelerated or Turbo game clock speeds.

**Player ID** The on screen players can be identified in different ways.

**Injury** When ON, players are automatically subbed out when injured, and remain unavailable until the injury heals.

**Celebrations** Yes, those tedious self-congratulatory displays are here in all their glory!

**Focus on Ref** When ON, the referee is shown whenever a call is made.



FIRST  
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TY REGISTRATION  
ENTERTAINMENT INC  
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**FILL OUT  
AND WIN!**  
*See back for details*





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**Home Playbook** Use the home team's usual playbook (default), or use any other team's scheme.

**Home Profile** Use the home team's usual coaching profile, or choose another.

**Away Playbook** See Home Playbook.

**Away Profile** See Home Profile.

**Penalties** Set a wide range of penalty calling sliders from OFF (never called) to STRICT (called whenever possible).

**Sub Players** You can substitute players into Offensive, Defensive and Special Teams formations. You may wish to substitute a healthy player in for an injured one, or to have a particular player sub into a particular formation (for example, put a very quick receiver into pass formations). First, select which club to substitute for, then the team type.

- **L/R TRIGGER** to cycle through formations.
- **X BUTTON** to toggle between sub out and sub in areas.
- **↑ or ↓** to highlight a player.
- **A BUTTON** to sub highlighted players into current formation.
- **START BUTTON** to sub player into all formations.

**Stadium Select** Gosh it's a great big wonderful country, isn't it? And chock-a-block full of great big wonderful stadiums for you to set your game in, from the foolishly named endorser stadiums to the storied grounds of Lambeau Field and plenty in between. Whew! Lots of settings, but there's lots of action to come, so hit Start Game and get down to it!

# NEW SEASON

Begin at the beginning, and try to lead your team to the top of the heap—Super Bowl victory! Season play offers a wide range of action, both on and off the field. You can play each and every game every week, simulate games and play only the choice matchups, manage your roster, create and import custom players, team and playbooks and plenty more!

## SEASON SETUP

Before you get into the rough and tumble of a season, you need to make a few key decisions.

**Play Pre-Season** This option can be set to ON or OFF. When on, your team will compete in 5 exhibition games before the season begins. You can choose to simulate all the games for a particular week or not.

**Player Development** When ON, this feature tracks each player's performance in several categories during each game and rates them by how they did. Categories reflect the demands of each position. The rating is cumulative, and may result in a player improving from good performances or getting worse from bad performances, with a certain amount of randomness thrown in to keep things honest. This means each player (and each team) brings variable skill levels into future games and seasons. Hence, a team may be great for a few seasons then decline, while another may stink on toast for years and then begin turning things around.

**Player Streaks** We don't mean speedy running. When set to ON, players will get hot or cold depending on their game performance. A great performance one week makes a player more likely/able to pull off great moves in the future, while a poor performance can start a player on a downward spiral towards ineptitude.

## SEASON MENU

After the Season Setup screen, you'll go to the Season Menu, with a complete range of choices. Note that if Pre-Season is set to ON, you'll see the same menu, but your choices will relate to Pre-Season play. Once you've selected a particular option, press the **Y** **BUTTON** (Help) for control details for that option.

**Weekly Schedule** This screen details all the scheduled pre-season or season games week by week. You can play or simulate any of the games for any given week.

**Team Schedules** View a list of each team's schedule, along with win/loss record for any weeks already past.

**Team Standings** View teams standings within each conference and division to date.

**Power Rankings** Which team has the horsepower to go all the way? Power rankings give you a good indication!

**Season Stats** If you like numbers, here's gridiron Nirvana! All the stats you can stand, updated as the season progresses.

**Season Leaders** See at a glance who the top performers in all stat categories are.

**Team Stats** Complete team stats for the season thus far.

**Injured Players** If injuries are turned ON, a visit here will tell you the current status of injured players on any team.

**Weekly Matchups** Compare the rankings of each pair of teams scheduled to play on a given week.

**Manage Rosters** Draft, trade, and sign players and access custom creation features. See Manage Rosters (page 18) for details.

**Quit Season** Quit the current season and return to the main menu. Doing so will cause you to lose any unsaved season information.

# PLAYING A SEASON

Once you've selected which game(s) you wish to play or simulate (using the Weekly Schedule option), press the **A** **BUTTON**. The computer will simulate any games you didn't mark to play. You will then go to the controller select screen, where up to 4 players can decide which team they wish to control (by moving their controller under the team's logo). If you've marked multiple games to play in any given week, they are played in the order presented.

## GAME SETUP

After selecting which team you wish to control, the Game Setup screen appears. Here you can set various options (these apply only to the current game). Select Start Game and press the **A BUTTON** to begin playing.

## NEW PLAYOFFS

Why wait til' January for intense playoff excitement? Playoff levels from wild card all the way to the Super Bowl. If you revel in the pressure of must-win playoff games, you will love scaling this super-tough ladder to the top.

While the computer determines the Playoff teams and ladder, you may import a Created Team into the 1st tier of the Playoffs.

You can play all games in the playoffs, play only the games featuring a particular team, or have the computer simulate games.

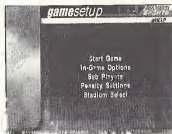
- Select New Playoffs at the NFL Play screen to begin a new playoffs series. Doing so will delete any previously started Playoffs from the internal RAM (NOT from your Memory card).
- Select Continue Playoffs to pick up a previously saved series from where you left off. This series must first be loaded at the Save/Load screen.

### To select Playoff games

- ← or → to scroll playoff ladder.
- ↓ or ↑ to move highlight to a particular matchup box.
- **X BUTTON** to mark a highlighted matchup for play. The computer will simulate any matches not marked for play.
- **A BUTTON** to play games.

**Note:** If you press the **A BUTTON** without marking any matchups for play, you will be asked if you wish to have the computer simulate all games for that week.

Following Playoff game selection, you will go to the Controller screen to select a team to control.



## SIMULATIONS

On the Main Menu, choose Historic Simulation or Custom Simulation.

**Historic Simulation** All the great contests of yesteryear are back for you to enjoy! Classic crunch fests abound, including moments from all previous Super Bowls! Each historic sim situation is explained, and then you're given the chance to test your gridiron guts and know-how in a mad re-write of history. You can play as either team, but follow the onscreen challenge to earn win status!

**Custom Simulation** If only they'd made that field goal...completed that pass... stuffed that quarterback! What if the '67 Chiefs could play the '96 Patriots? Now you don't have to dream about what might have been, YOU can make it happen! Create some history of your own in Custom Simulation mode. You select the teams, the situation, everything but the ticket prices!

### To Create a Custom Simulation

- ↑ or ↓ to select a variable.
- ← or → to toggle settings.
- **A BUTTON** to confirm sim settings and go on to Game Setup Screen.

## PAUSE OPTIONS

Press **START** at any time to pause the action and bring up the Pause Options screen.

**Resume Game** Return to game play.

**Instant Replay** View the most recent action in a variety of modes, including forward, reverse, and fast and slow motion.

**Camera Views** Choose among 16 great camera settings, including custom Create-a-Cam.

**Game Stats** View comprehensive stats for each team so far. **L/R Trigger** to toggle categories.

**Controllers** Switch which team you control.

**Set Audibles** Assign audible plays to the four action buttons.

**Call Time-out** Shows the team charged with the time-out and how many remain.

**Sub Players** See page 13.

**Injured Players** Check the injury status of your players.

**Penalty Settings** Toggle a variety of penalty calling settings, from OFF to STRICT.

**Player Stats** View stats for individual players on each team.

**More Options** Except where noted, these are the same as the Pre- and In-Game options. (See page 12.)

**Quit Game** Quit or Restart the current game without saving data. Restart returns you to the kickoff.

## MORE OPTIONS

**Audible Types** Toggle between Standard and Hyper audible calling.

**Info Boxes** Turn on-screen info boxes ON or OFF.

**Autosub** When set to ON (recommended), autosub will automatically sub in a fresh player for a tired player.

**Passing Mode** Toggle between Normal and Pin-Point passing modes.

**Sound Volumes** Set the in-game SFX, Music and Announcer volumes.

## MANAGING YOUR ROSTERS

This is where you swap your coaching cap for that of General Manager.

**Trade Players** Swap position players between teams.

**Free Agency** Sign and release free agents.

**Reset Rosters** Restore all rosters to default settings.

**NFL Draft** See page 23.

**Salary Cap** Turn the Salary Cap ON or OFF.

## CUSTOM CREATION

Create custom teams, players & profiles.

**Create Player** See page 20.

**Delete Players** Delete a custom player from your roster.

**Create Team** Use custom players, free agents and trades to create your own team.

**Delete Teams** Delete any of your created teams.

**Create Profiles** Create a coaching profile for your team.

**Delete Profiles** Delete any of the created profiles.

**Create Playbook** Create a custom playbook that contains up to 256 of your favorite plays.

## TRADE PLAYERS

Any player can be traded for another. Each team must carry a minimum of 11 players. Any trade which violates that minimum will not be allowed. If Salary Cap is ON, you cannot make a trade that puts you over the cap.

- **L/R TRIGGER** to cycle through teams.
- **↑** or **↓** to highlight a player.
- **←** or **→** to view player attributes.
- **X BUTTON** to toggle between Team Trading areas.
- **A BUTTON** to complete trade.

## CREATE PLAYER

Create up to 22 custom players. Once a player is created, a salary is assigned based on attribute levels, and the player goes into the free agent pool. Players can be imported into any team by selecting Free Agency.

### To input a name

- Press **X BUTTON**.
- **←** or **→** moves cursor, **↓** or **↑** cycles characters.
- Press **X BUTTON** again to finish.
- Press **←** or **→** to adjust other player characteristics.
- **A BUTTON** to advance to attribute select screen.

**Adjusting attributes** Each created player is assigned an equal number of total skill points. Raise and lower the number of points used by adjusting attribute levels.

- **↓** or **↑** to highlight an attribute.
- **←** or **→** to adjust attribute levels. (**L/R TRIGGER** to lower or raise all attributes at once.)
- **A BUTTON** to confirm and advance.

## FREE AGENCY

Every NFL player and created player is available (or can be released to be made available) as a free agent to any team, including created teams. Attribute levels for highlighted players appear at the bottom of the screen.

**Note: If Salary Cap is set to ON, the total value of player salaries on any team cannot exceed 51.5 million dollars. The salary cap does not apply to created teams.**

Free agents are signed from the Free Agent Roster at the top of the screen and then appear in the selected Team Roster at the bottom of the screen. A player released from a team roster will appear in the Free Agent Roster.



- **L/R TRIGGER** to cycle through teams in Team Roster area.
- **X BUTTON** to toggle between Free Agent Roster and Team Roster areas.
- **↑** or **↓** to highlight player.
- **←** or **→** to view player attributes.
- **A BUTTON** to sign/release highlighted player.

## CREATE PLAYBOOK

This feature lets you create your own playbook, which you can use with any team at any time. You can select up to 128 offensive and 128 defensive plays for your custom playbook. You can save up to 2 different custom playbooks.

### To create a playbook

- **L TRIGGER** to toggle offense and defense formations.
- **R TRIGGER** to cycle through formations.
- **↑** or **↓** to switch between General and Custom playbooks.
- **A, B, or X BUTTON** to add/remove a play.
- **START BUTTON** to confirm and exit.

### To save a playbook to a Memory Card

- Press the **B BUTTON** to back out to the Main Menu.
- Select Memory Card options.

## CREATE PROFILE

Custom profile lets you preset how you like to call a game, then use this play calling profile with any team. You can choose preferred formations, and the percentage of different play types (up to a total of 100%). Let's look at it in more detail.

**Preferred Offensive and Defensive Formations** Choose which 3 offensive and defensive formations you favor.

**Pass/Run Percentage** You decide what percent of the time your offense will call a pass or run play (total is 100%) when you are not in an obvious passing situation (Ex.: 3rd down and 20 yards to go) or running situation (3rd down and 1 yard to go).

**Shock** How often to call a shock play—A shock play is a play that is not an obvious call for the current situation. For example, 3rd and 1 from your own 20-yard line and you go for the deep bomb.

#### To create a profile

- ↑ or ↓ to move highlight through selections.
- ← or → to modify current selection.
- A, B, or **START BUTTON** to confirm and exit.

#### To save your Custom Profile to a Memory card

- Press the **B BUTTON** to back out to the Main Menu.
- Select Save/Load.

## CREATE TEAM

#### To input characters

- Press **X BUTTON** on an input line (team name, location, etc.).
- ← or → moves cursor, ↓ or ↑ cycles characters.
- Press **X BUTTON** again to finish
- Press ← or → to adjust other team characteristics.
- Press **A BUTTON** to advance to rosters screen.

You will come to another screen. Available teams and free agents appear on the right of the screen. Your empty Created Team appears on the bottom.

#### To Fill Your Roster

- **L/R TRIGGER** to cycle through teams in Standard Team Roster area.
- **X BUTTON** to toggle between Standard and Created Team Roster areas.
- ↓ or ↑ to highlight a player.
- ← or → to scroll attributes.
- **A BUTTON** to add/remove highlighted player.

## NFL DRAFT

Up to 4 players can select a team they wish to draft for (the computer will draft for the remaining teams). Only current NFL players are available in the draft.

#### To draft players

After confirming that you wish to place all NFL players into the draft, choose how many human players will be drafting. Next, each player selects the team he or she wishes to draft for by pressing ← or →. Confirm by pressing the **A BUTTON**. You will come to the Draft Order screen. To make changes to the order, highlight a pick ranking and press **L/R Triggers** or the **X BUTTON** to mark it, then do the same with another ranking. They will switch places.

- **L TRIGGER** to cycle through player positions.
- **R TRIGGER** to cycle through teams in Team Roster area.
- **X BUTTON** to toggle between Draft Pool and Team Roster areas.
- ↓ or ↑ to highlight a player.
- ← or → to view player attributes.
- **A BUTTON** to sort players by current attribute.
- **START BUTTON** to draft highlighted player/cycle to draft team.
- **B BUTTON** to exit draft.

# COACHING TIPS & HINTS

1. Follow the play diagrams, especially on running plays. If you don't follow the pattern, you are liable to run smack into a defender—big trouble!
2. Take some time to master the controls for different play situations. Advanced players know that a juke or a spin can make the difference between the goal line and a 4th down punt!
3. Become familiar with your entire roster. If a crucial player is injured, will you have a replacement in mind? Can you pick up a free agent replacement?
4. When controlling a receiver, press the catch button just prior to the ball arriving. Poor timing on a jump catch can lead to an incompletion or worse—an interception!
5. Make use of Audibles. When the clock is ticking and you find that your opponent has set up perfectly to ruin your play, sticking to the playbook won't put you in the history books. Take some time to master your Hyper Audibles and you'll gain an advantage.

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